

BUBBLER

After a hundred years or more you discover that VADRA'S assistant, a lesser wizard called KINTOR who had helped VADRA to overthrow IRKON, has now been imprisoned. KINTOR'S power was increasing and would soon be equal to that of VADRA and VADRA feared this as KINTOR was becoming sympathetic to the plight of the IRKON people. Before his powers became too great, VADRA encapsulated KINTOR in a sphere of energy which slowly drained his life force, and then condemned him to a dungeon.

Before KINTOR became completely powerless he endowed you with the ability to move and fire globules of energy which will destroy any living entity in its path, so that you can escape from the prison with vital information on how to destroy VADRA. As KINTOR'S powers were being diminished your ability to move was limited to only a short period of time.

KINTOR told of magic corks that he had created and hidden in the city of IRKON which would stop the BUBBLERS and diminish the power of VADRA. As VADRA'S power is gradually diminished, KINTOR'S power is thus rejuvenated, giving you extra time to complete your mighty task.

The corks have been hidden under trapdoors which you must pass through, but beware, some of the trapdoors emerge over the black void of the prison floor which kill you. VADRA'S spellbound followers, the guardians of the prison, can also pass through these trapdoors but only you know how to pick up the magic corks. Beware of other dangers in VADRA'S prison, as your now formless body is delicate and is easily pierced by sharp objects.

If you can cork all the BUBBLERS in the prison you will escape and the knowledge that KINTOR has given you will destroy VADRA.

CAN YOU CORK THE BUBBLER?

BUBBLER Features

Bubblers
Corks
Trapdoors
Materialisation Pads
Jump Button
Poison Bottles
Multi Staged 3D Scenario
Continuous Pause
On Screen Scoring
Automatic Collection Feature
Amazing Animation
Direction Gauge
Revolutionary Scrolling
Tests
Extra Lives
Shadows
Firing
Realistic Materialisation

Omni-Directional 3D Movement
Impaling Spikes
Cork Display
Bottle Countdown
Hi-Score
Multi Angled Slopes
Spinning Alien
Crabs
Firing Flying Saucer
Exit Level Trapdoor
Mystery Bubble
Explosions
Timer
Scrolling Messages
Extra Time
2 Player Game
Mystery Tunnels
Extra High Jump

Loading Instructions

Type RUN "BUBBLER

Keyboard Controls

Rotate Left: Z, C, B, M, », /.

Rotate Right: X, V, N, «, ?, /.

Move Forward: A, S, D, F, G, H, J, K, L, :, ;,].

Fire: W, R, Y, I, P,].

Jump: Q, E, T, U, O, @.

Pause: ESCAPE.

Joystick Controls

Your adventurer can be fully controlled using the joystick, by replacing the Left, Right, Forward, Fire and Jump commands.

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